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The Guide to the STAR TREK Galaxy

FILE 3 CARD 3W

CHARTING THE GALAXY

ALPHA QUADRANT

CHARTING THE GALAXY

NEHRU COLONY — CLASS-M PLANET

One of two planetary locations which established a **subspace** link with ***Deep Space Nine*** while the station's computer system was inhabited by a software life-form likened to a stray puppy. The other planetary location is the **New France Colony**.

NEW FRANCE COLONY — CLASS-M PLANET

A colony that transmitted information to and from ***Deep Space Nine*** in 2369 as part of an attempt to overload the station's computers, which were inhabited by a software life form called **Pup**. New France Colony is located near ***Deep Space Nine***.

NEW GAUL — CLASS-M PLANET

Miranda Vigo, mother of **Jason** and a former love interest of **Jean-Luc Picard**, was born on the planet of **New Gaul**. It is named after the ancient Gaul region of Earth, which once covered a large part of western Europe.

NEW HALANA — CLASS-M PLANET

One of several planets terraformed by **Dr. Gideon Seyeti,**. **New Halana** is the new homeworld of the **Halanans**, a race with unusual psychoprojective telepathic abilities. **Halanans** mate for life. Dr. Seyetik was married to a Halanan named **Nidell**, a female who temporarily lost control of her psychoprojective abilities.

NEW PARIS COLONIES — CLASS-M PLANET

The **New Paris Colonies** are struck by a plague in 2267. When urgent medical supplies are needed, the ***U.S.S. Enterprise*** is assigned to deliver them to **Makus III** so they may then be forwarded to the New Paris colonies.

NORPIN V — CLASS-M PLANET

A retirement community is located on **Norpin V**. Former **Starfleet** officer **Montgomery Scott** was intending to retire here before his transport ship, the ***U.S.S. Jenolen***, crashed while en route.

Scotty never reaches the Norpin colonies, where he planned to retire.

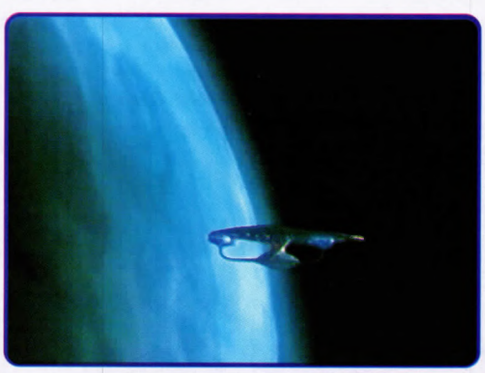
NELVANA III — CLASS-M PLANET

A planet in the **Romulan Neutral Zone**, in the vicinity of 15 **Federation** sectors. Its strategically important location inspires a Romulan plot to lure the ***U.S.S. Enterprise NCC-1701-D*** into the Neutral Zone and capture it. Romulan Admiral **Alidar Jarok** defects to the *Enterprise* and provides information on a Romulan base being built on **Nelvana III**; this is later revealed to be part of a Romulan plot to test Jarok's loyalty and possibly to capture the *Enterprise*.

Admiral Jarok is given information which leads him to believe that the Romulans are building a secret base on Nelvana III.

NERVALA IV — CLASS-M PLANET

This **Class-M** world is the site of a **Federation** research station. In 2361, the station's safety is jeopardized by the buildup of a powerful distortion field in the upper atmosphere. This atmospheric phenomenon makes travel to and from the planet difficult for most of the year. It is decided to evacuate the station using the ***U.S.S. Potemkin*** and a rescue team led by **Lieutenant Will Riker**. In 2369, the ***U.S.S. Enterprise NCC-1701-D*** returns to recover scientific information left behind at the station. They discover a duplicate Riker on the planet; he had lived there since a transporter mishap created him during the original rescue mission eight years previously.



The turbulent atmosphere on Nervala IV makes it difficult to transport to or from the surface. Vessels must wait for several years before transporting personnel down to the planet.

OCEANUS IV — CLASS-M PLANET

A **Federation**-aligned planet and destination of the ***U.S.S. Enterprise NCC-1701-D*** for a diplomatic mission in 2368. This follows a research mission in the **Phoenix Cluster**.

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The Guide to the STAR TREK Galaxy

FILE 3 CARD 3W

ALPHA QUADRANT

CHARTING THE GALAXY

OGUS II — CLASS-M PLANET

A **Federation** member planet, sometimes used for layovers by starship crews. In 2367, the ***U.S.S. Enterprise NCC-1701-D*** is taking a two-day leave there when it is called to ***Starbase 416***.

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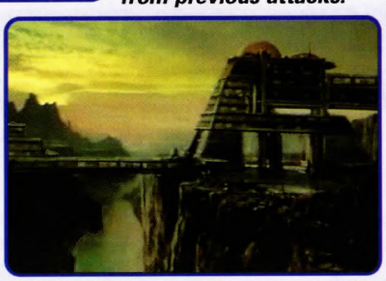
The location for a **Federation** science station. In 2369, the **Ohniaka III** station is attacked by a group of **Borg** who are under the leadership of **Lore**. All 274 residents are killed.

In 2369, the U.S.S. ENTERPRISE NCC-1701-D responds to a distress call from Ohniaka III. The science station there is attacked by a group of self-aware Borg, who are no longer part of the collective. The 274 people who staff the station are killed in the attack. This Borg assault is different from previous attacks.

The Federation science station on Ohniaka III has absolutely no strategic value. The Borg are being led by the android Lore, whose only purpose in attacking the station is to attract the attention of the U.S.S. ENTERPRISE and his 'brother', Data.



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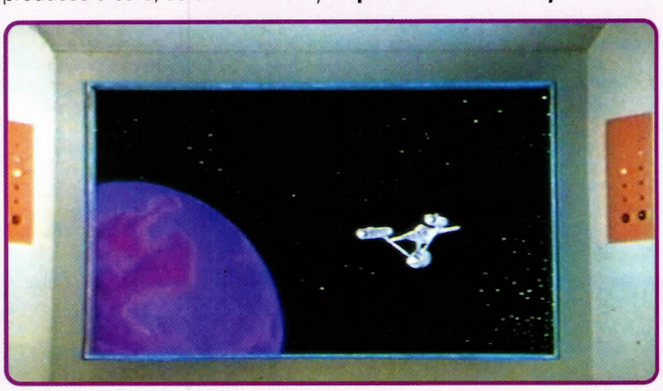


Omega IV closely resembles Earth, following Sherman's law of parallel planet development. On this world there was also a devastating nuclear war. Starfleet officer Ronald Tracey believes the planet provides immortality.

OMEKLA III — CLASS-M PLANET

The location of a **Cardassian** shipyard under the control of the **Central Command**. In 2371, **Gul Dukat** expects **Thomas Riker** to use the stolen ***U.S.S. Defiant*** to attack the planet.

Thomas Riker, the duplicate of William Riker, uses the stolen U.S.S. DEFIANT to mount a series of raids on Cardassian military targets. One of the places he is expected to attack is Omekla III, but his real target is in the Orias sector.

OMICRON CETI III — CLASS-M PLANET

A planet whose temperature and landscape closely resemble Earth. Although **Omicron Ceti III** appears to be an idyllic world, it is deadly to humanoids and certain other organic life forms because of the radioactive **Berthold rays** which bombard the planet's surface. The planet is colonized by 150 humans in 2264, but two-thirds of the group perish due to the undetected rays. Fortunately, the remaining 50 colonists are protected by inhaling spores released by an unusual plant. The ***U.S.S. Enterprise*** investigates in 2267. Almost the entire crew have their personalities altered when they come into contact with the spores, and this causes everyone, except **Captain Kirk**, to transport down to the planet where they plan to live with the colonists. Kirk discovers that strong emotions drive the spores out. He frees **Spock** from the spores' influence, and the two work together to return the crew to normal by generating an irritating ultrasonic transmission.

The spores not only protect humans from the deadly Berthold rays, but also release all their inhibitions. Even the impassive Mr. Spock is infected by the spores, and abandons his duties. His feelings for another woman, Leila Kalomi, are also brought out.

The spores are 'fired' from plants and are emitted in a shower of white dust which is inhaled by the 'victim'. For some reason, Kirk seems less susceptible than other members of the crew. He becomes frustrated, and thereby finds the cure to be strong emotions.

The Guide to the STAR TREK Galaxy

FILE 5 **CARD 29B**

SPACE PHENOMENA

TEMPORAL CAUSALITY LOOPS

SPACE PHENOMENA

Temporal causality loops cause time to repeat itself in a potentially endless pattern. Those caught in the loop rarely have an idea of what is happening, and have little chance of escape.

Not all temporal anomalies create alternate timelines or even alter the current timeline; some temporal paradoxes involve reliving periods of time again and again. These are known as either 'temporal causality loops' or 'recursive causality loops'. Anyone caught in a loop rarely realizes what is happening, and outside the loop the rest of the Galaxy continues as normal.

In 2268, the ***U.S.S. Enterprise NCC-1701-D*** spends 17.4 days caught in a recursive causality loop. Evidence suggests that the ***U.S.S. Bozeman NCC-1941*** may have been caught in a similar loop for 90 years.

The *Bozeman* enters a highly localized space-time distortion in 2278. The exact nature of the distortion is not clear, though it may be a temporal causality loop. In 2368, the *Enterprise* encounters the *Bozeman*, which appears to be emerging from the distortion. The two ships collide and this generates a massive explosion which causes a rift in time. The *Enterprise* is then thrown into a causality loop, and the crew relive the preceding hours.

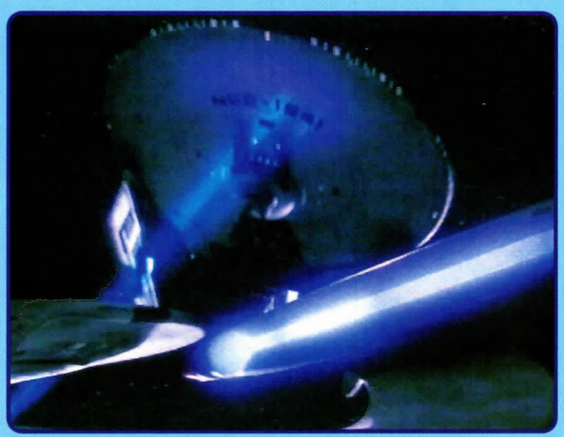
Endless repetition

The crew have no conscious memory of what has happened to them during the time affected by the loop. However, in some way which has not been explained, their subconscious minds are aware of what has and will happen, and many crew members experience a form of déjà vu.

Although **Starfleet** does not fully understand this, it is not entirely surprising. Since the first encounters with the **Traveler**, it has been known that thought and time are not as distinct as science assumes.

Other evidence also emerges which persuades the crew that all is not normal. **Lt. Commander La Forge**'s VISOR detects distortions in **subspace**, which exists outside normal space-time, and is therefore not affected by the temporal loop. Subtle changes in the crew's actions each time they pass through the loop cause distortions in the **dekyon** field, which the VISOR translates into visual impulses and causes La Forge to see images which "aren't there".

Once the crew of the *Enterprise* have discovered that there is some kind of distortion in subspace, they initiate a series of scans which ultimately suggest that they are caught in a recursive causality loop.

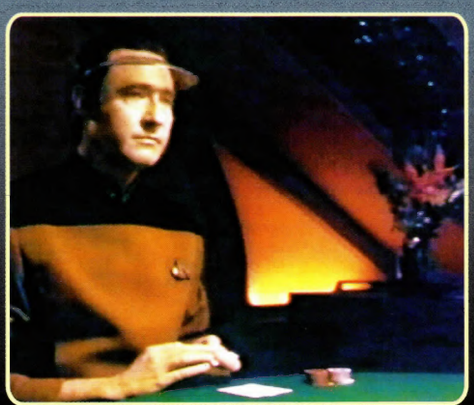


The U.S.S. ENTERPRISE is caught in a temporal causality loop when it collides with the U.S.S. BOZEMAN. The resulting explosion causes a localized distortion in space-time.

However, realizing that one is caught in a causality loop on one pass through an endlessly repeating period of time is not a guarantee that one will be able to escape from the loop; there is every chance that the crew will not realize that they are caught in the loop the next time they pass through it. For instance, the crew of the *Bozeman* have no idea what has been happening to them.

Fortunately for the crew of the *Enterprise*, **Commander Data**'s positronic brain is sensitive to subtle manipulations of subspace. The crew are able to take advantage of this to send a simple message to Data the next time he passes through the loop, and he acts on this information to prevent the collision with the *Bozeman*. This allows both ships to avoid the explosion which traps the *Enterprise* in the loop. The near collision has the side effect of freeing the *Bozeman* from the distortion.

The crew of the U.S.S. ENTERPRISE realize what is happening, but it is difficult for them to see how they can escape from the temporal loop, since they will soon forget everything they know about it.



Geordi and Data send a short message through subspace which Data's positronic brain detects the next time he passes through the loop. The information helps Data to avoid the collision with the BOZEMAN.

Captain Morgan Bateson and his crew travel 90 years through time without aging a day, but as far as they are concerned time has been progressing normally since they left STARBASE.

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The Guide to the STAR TREK Galaxy

FILE 3 CARD 3W

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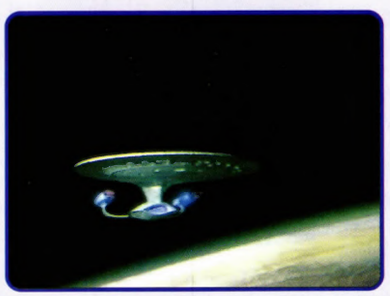

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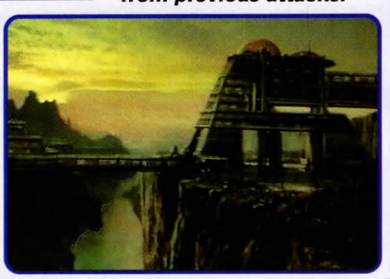

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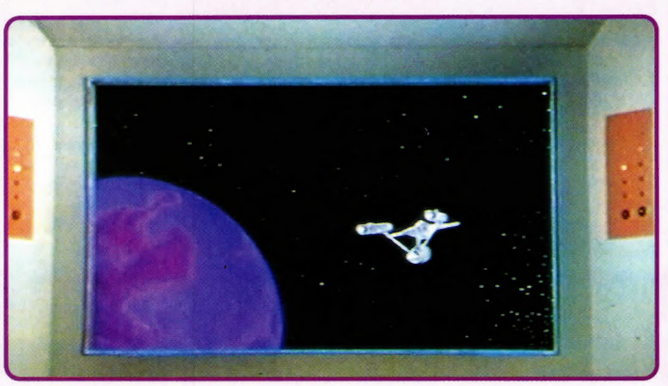

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THE MEDUSANS

OTHER GROUPS AND RACES

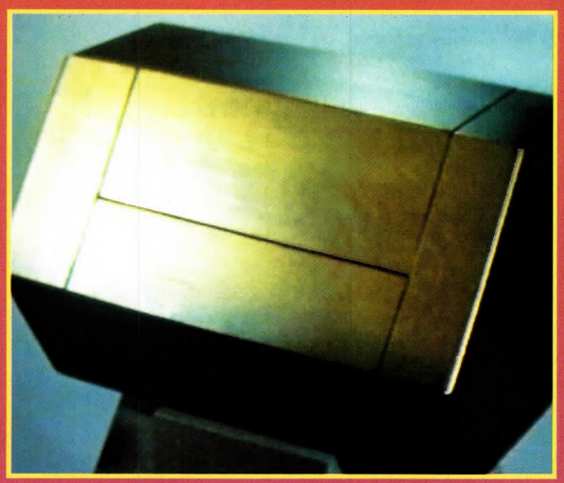
The Medusans are one of the most physically hideous species known to the Federation; the mere sight of one of them drives humanoids mad. But the Medusans have beautiful minds and thoughts.

Medusans are a benevolent noncorporeal life form, but they normally prove lethal to any humanoids who see them. Although their thoughts are beautiful, their appearance is so hideous that it can drive humanoids insane.

Despite the risks involved in dealing with them, the Medusans have much to offer. On the cultural level, they can communicate their thoughts, which are described by **Captain James Kirk** as "the most sublime in the Galaxy." The **Federation** also has a deep interest in the Medusans' interstellar navigation capabilities. Medusans can find their way across space-time even from outside the boundaries of charted space to arrive precisely at their desired location.

Medusan navigation capabilities are not simply a skill which can be taught to humanoids. Their sense of place seems, from the human perspective, to be due as much to intuition as knowledge.

But exchange of information between Medusans and humans is extremely problematic. It is difficult to describe, much less explain or understand, the Medusans' lethal offensiveness, since few who have seen them have recovered from the effects. The sight of a Medusan almost instantaneously renders a person insane. The insanity usually takes the form of delusions, paranoia, and other symptoms of extreme affective disorder. The victim displays strong aggression, lashing out at anyone nearby, with brute strength engendered by the total madness into which he or she has plunged. Death follows rapidly, sometimes in the space of hours. Heart function, respiration, and brain



Life in a box

Medusans have to be extremely careful when they interact with humanoid species. Because anyone who sees them will be driven dangerously insane, Medusans travel in light-tight containers.

A DANGEROUS SIGHT

With the aid of an antigrav device, the Medusan's container can be easily carried by two people. For safety reasons, the rest of the crew stay out of sight.

Humanoids can look at Medusans only if they are wearing specially designed red visors which protect them from the effects of fully seeing these hideous creatures. Vulcans, such as Mr. Spock, are particularly suited to dealing with the race because their mental training helps them to deal with what they do see.

Dr. Marvick makes the fatal mistake of opening Kollos's container. The sight of the Medusan ambassador drives him mad, and he dies shortly afterward.

Dr. Miranda Jones is the ideal person to deal with the Medusan Kollos because she is blind. She is one of the first humanoids to achieve a telepathic link with a Medusan.

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GALAXY FACTS

- **Other noncorporeal life forms encountered by the Federation include the Thasians, the Organians, and the Zetarans. Most noncorporeal life forms seem to possess advanced mental powers.**
- **One member of Kollos's party, Dr. Marvick, is one of the original designers of the *U.S.S. Enterprise NCC-1701.***

OTHER GROUPS AND RACES

THE MEDUSANS

OTHER GROUPS AND RACES

Dangerous mistake

When the unified Spock/Kollos returns Kollos to his container, he forgets to put on his protective visor and Spock is driven mad. Fortunately, Dr. Jones is able to help him.

Two become one

When the U.S.S. ENTERPRISE needs his help, Ambassador Kollos mind-melds with Spock and their minds are joined.

activity cease without apparent cause.

Starfleet has developed a procedure for transporting Medusan ambassadors to and from their homeworld. Standard procedure requires a Medusan to be contained within a protective habitat; an average receptacle is a light-tight hexagonal container. The unit can be fitted with an antigravity generator so that it can be carried by two crew members. Red protective visors, which cover the upper half of the face, must be worn by all personnel who may see the container to help protect them from the sight of a Medusan. Safety measures, such as clearing personnel from any corridors the Medusan is to pass through, are designed to minimize crew contact with the hazardous guest. Teleportation leaves Medusans unsettled, despite their protective containers.

Vulcans are ideal for working closely with Medusans, but they still need the protection of the safety visors. Human telepaths, if properly trained in mental disciplines, are also well-suited to communing with them, but again the red safety visors are an absolute necessity. **Dr. Miranda Jones**, aid to **Ambassador Kollos**, is a human telepath who trained on Vulcan for four years before taking the assignment with the ambassador. Jones had the opportunity to turn a disability – blindness – into an invaluable asset. Incapable of seeing a Medusan, she is impervious to its repugnancy.

Making contact

The best way to communicate with a Medusan is through a mind-link. Again, Vulcans and trained telepaths are uniquely fitted to the task.

A mind-link between a Vulcan or a human telepath and a Medusan forms what can be called a corporate intelligence. The fusion creates a double entity that has the benefit of the knowledge and sensory capabilities of both, yet functions as one being. The potential for an exchange of knowledge between the Medusans and the Federation using this process is almost incalculable.

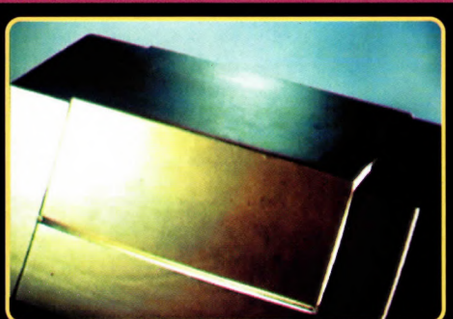
The Federation must proceed cautiously even with this promising technique. A mind-link has inherent dangers, the greatest of which is that the more successful the link, the greater the tendency of the participants to lose their separate identities. Even dissolving a mind-link has its hazards. The fused identity of Ambassador Kollos and the Vulcan **Spock** is nearly overwhelmed by the experience of the mind-link, when one of the safety precautions is neglected while dissolving the link. Spock is saved only by the prompt telepathic intervention of Dr. Jones.

Medusans feel a profound sadness at what they perceive as our corporeal limitations and our inherent corporeal loneliness. Despite their effect on humanoids, they wish us no harm.

THE EYE OF THE BEHOLDER

Inner beauty

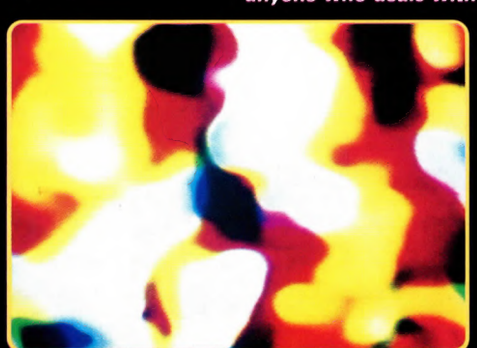
The Federation has encountered hundreds of races, many of whom could be considered hideous by human standards, but none of them are as dangerous as the Medusans. Simply looking at a member of this race can kill a person. Ironically, Medusans are an extremely benevolent species with much to offer. They have strong mental abilities, their thoughts are considered sublime, and they have a unique sensory awareness of subspace which makes them ideal navigators. If necessary, some telepathic individuals can mind-meld with Medusans, briefly offering them the use of their bodies.



The container in which Kollos travels is designed to prevent anyone from seeing him. When fully closed it is completely light-tight, ensuring that anyone who deals with him is safe.

As the lid of the container opens, bright green light becomes visible. When the container is completely open, the light is powerful enough to flood an entire room.

Medusans do not possess physical bodies. Their noncorporeal forms appear as, or are surrounded by, glowing lights. Those who have looked at a Medusan without any form of protective eyewear describe them as hideous, and they are invariably driven insane.



Spock's Vulcan mental training helps him to deal with what he sees better than most humans, but even though he is wearing a protective visor, he instinctively looks away from the sight of the Medusan. Nevertheless, Spock is fascinated by Kollos's mind.

STARFLEET ACADEMY | STARFLEET DEPARTMENTS

TEMPORAL INVESTIGATIONS

As technology moves ever forward, the United Federation of Planets ventures further and further into the vast reaches of space. But although mankind has conquered space, time remains firmly out of bounds.

By the late 24th century, **Starfleet** has known how to travel through time for more than 100 years. The first recorded instance of a Starfleet vessel traveling through time occurs on **Stardate 1704**, when the ***U.S.S. Enterprise NCC-1701*** experiments with a new intermix formula and travels 71 hours back into the past. Since then, a number of Starfleet personnel have undertaken similar journeys, sometimes by accident, sometimes by design.

Because of the potential damage that unregulated time travel could cause, the organization has established a special division, **Temporal Investigations**, to regulate time travel. The division enforces strict guidelines to ensure that Starfleet personnel do everything in their power to protect the timestream from contamination, just as the **United Federation of Planets** has developed the **Prime Directive** to govern the rules concerning contact with other races.

Put simply, time travel should be avoided, but if this is not possible, then the personnel involved should do their best not to pollute the events of the past. A typical example of the rules is Regulation 157, Section 3, Paragraph 18: 'Starfleet officers shall take all necessary precautions to minimize any participation in historical events.'

Every time Starfleet officers return from a journey through time, the men and women of Temporal Investigations are sent to investigate, and to write a report on the events. If Temporal Investigations officers are not satisfied that the timeline has been properly protected, they can put a letter of reprimand in the offending officer's file. Most Starfleet personnel dread a visit from Temporal Investigations; the onus is on the time traveler to prove his or her innocence, and the investigators are extremely thorough. They demand that the details they are given are very specific, and can seem needlessly pedantic to outside observers.

The trouble with time

The nature of Temporal Investigations' work is extremely important, because what seems like a minor change can have a devastating effect on the timeline. The department's personnel take their duties so seriously that they can often seem unfriendly and even confrontational. Usually working in pairs, the investigators wear formal, businesslike slate gray suits over darker gray turtleneck shirts; like their uniforms, they can often seem gray and humorless.

As far as Temporal Investigations is concerned, events that could potentially alter the timeline must be avoided if at all possible. They hate any kind of time loop, or paradox; their particular vexations are predestination paradoxes – established events in the time traveler's history which only happened because of his or her own actions while visiting the past. The classic example is a man who travels into the past, meets a woman and fathers a child who is one of his own ancestors. Temporal Investigations are also particularly concerned about time loops.

Temporal Investigations' job is to ensure that after an incidence of time traveling occurs, the past and present to which the traveler returns is exactly the same one as he or she left. This is an almost impossible task. Temporal Investigations have to rely exclusively on the testimony of the time travelers, as these are the only people protected from any changes in

Temporal Investigations interview any members of Starfleet who have been involved in incidents that have the potential to contaminate the timestream. In 2373 they visit DEEP SPACE NINE.

Agents Dulmer and Lucsly are typical Temporal Investigations operatives. The complex nature of time travel means that they have to remain skeptical, and they often appear unfriendly.

STARSHIP FACTS

- Agents Dulmer and Lucsly arrive at ***Deep Space Nine*** in a ***Sydney***-class transport.
- At one point, Starfleet allows ships to use time travel on historical research missions. The *U.S.S. Enterprise* is on this kind of mission when it intercepts **Gary Seven** in 1968.

INTEGRITY AND THE TIMELINE

Starfleet first becomes fully aware of the complexities of time travel when the U.S.S. ENTERPRISE travels back to 1969, and is forced to beam Air Force Captain John Christopher aboard.

On a journey to the 1980s, Mr. Scott and Dr. McCoy interfere with the timeline by telling a scientist how to construct transparent aluminum. But it appears that no harm is done.

The crew of the U.S.S. ENTERPRISE NCC-1701-E prevent the Borg from altering Earth's past by ensuring that Zefram Cochrane makes his historic flight in the PHOENIX.

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the timestream. They become particularly annoyed when anyone points this out to them, and keep careful notes in case there are any inconsistencies in the time traveler's story. Any alterations to the past are frowned upon, and the investigators hate no one more than the Starfleet officer who builds up a large and complicated file from repeated trips. Time is one area in which the Federation hopes that exploration will be kept to a minimum.

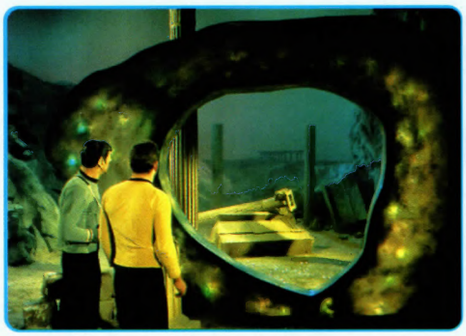
"The man was a menace"

The largest file in Temporal Investigations' records belongs to **Captain James T. Kirk**, one of the men responsible for discovering time travel. During a Starfleet career which spanned five decades, Kirk went on record for no fewer than 17 separate temporal violations. In the words of Temporal Investigator **Dulmer**, "the man was a menace." However, while Kirk's attitude to time travel may appear somewhat cavalier, his actions helped to uncover some of the inherent dangers of time travel and to define the guidelines which Temporal Investigations enforce.

In 2267, Kirk's ship, the *U.S.S. Enterprise,* is inadvertently caught in the gravity well of a black hole, and efforts to escape thrust the ship back to 1969. The ship's arrival is witnessed by a USAF pilot. When the pilot is beamed aboard, Kirk's crew discover that his son will play an important role in history, and it becomes imperative to return him and remove all evidence of the *Enterprise*'s presence. Later the same year, Kirk discovers the potentially serious consequences of interfering in the past when a delirious **Dr. McCoy** uses the **Guardian of Forever** to travel back to the Earth of 1930. Kirk is forced to prevent McCoy from saving the life of **Edith Keeler**; this disturbance of the timestream would have changed the outcome of World War II and prevented the Federation from ever coming into existence.

Sometimes, Kirk has been far less scrupulous. He brings marine biologist **Gillian Taylor** to the 23rd century without any consideration of the potential dangers.

On some occasions, the Federation has been willing to tolerate limited interference with the timeline. In 2286, Kirk saves Earth from a mysterious probe by retrieving two humpback whales from the 1980s. On other occasions, Starfleet personnel have been forced to travel back in time to prevent other species from deliberately interfering with the past.



The Guardian of Forever is only one of the devices that can be used to travel through time. Tricorder scans provide an enormous amount of information which is of great value to historians.

Journeys to the past provide unique opportunities for historical research. On one journey, Commander Data meets the novelist and journalist Samuel Langhorne Clemens, better known as Mark Twain.

One of the major reasons that Temporal Investigations advises against time travel is that it is extremely difficult to avoid polluting the timeline even when one is trying not to get involved. In 2373, **Captain Benjamin Sisko** and his colleagues are accidentally sent back in time to 2024, the era of the **Bell Riots**, a period of civil unrest which led to the U.S. Government abandoning the **Sanctuary Districts**, dead-end ghettos to which the poor and disadvantaged were banished. When **Gabriel Bell**, the pivotal figure in the riots, is killed attempting to save Sisko from muggers, Sisko is forced to take over his identity to ensure that history proceeds as it should. When he returns to the 24th century, Sisko's face has replaced Bell's in the history books.

Tribbles from the past

In 2373, Captain Sisko is again under the watchful eye of Temporal Investigations after traveling back in time and preventing the **Klingon** agent, **Arne Darvin**, from killing Captain Kirk. Sisko's efforts ensure that the people of that time period never even know the visitors from the future were there, but there is one lasting repercussion from the event; **tribbles**, extinct since the end of the 23rd century, are brought forward in time with the returning travelers, giving the creatures a chance to establish themselves in the present.

In one possible future, the Federation of the 29th century takes drastic measures with their version of the Temporal Investigations division, even despatching a ship to destroy a vessel from the past in case it is responsible for a solar-system-wide catastrophe in their own century; the ***U.S.S. Voyager NCC-74656*** encounters the Federation timeship ***Aeon*** from 500 years in their future, which has come to destroy them. Instead, they both end up temporarily in 1996.

Sisko and Bashir learn how dangerous time travel can be when they are accidentally transported to the San Francisco of 2024. The historically important figure Gabriel Bell is killed trying to help them.

Restoring the timeline to normal can involve some apparently callous actions. Kirk must ensure that Edith Keeler dies in order to save Earth from domination by the Nazis.

After a journey to 2267, Captain Sisko and his crew bring back an undetected passenger and accidentally repopulate the 24th century with tribbles.

FILE 36 THE CARDASSIAN FLEET

Gul Dukat's BIRD-OF-PREY

When his support in the Cardassian Union collapses, Gul Dukat becomes an outlaw and wages his own private war against the Klingons in an adapted *Klingon Bird-of-Prey*, which he captures with Major Kira's help.

In 2372, **Gul Dukat**'s fortunes are at a low ebb. Although he prospered during the previous year's uprising, the revelation that he has a half-**Bajoran** child, and his insistence on putting her in the public eye, make his life impossible. Dukat's mother disowns him, and his wife leaves him. The authorities then strip him of his titles and demote him. In his new role, Dukat is the captain of a lowly freighter, the ***Groumall***.

At this point in time, although they are not officially at war, a state of hostilities exists between **Cardassia** and the **Klingon Empire**, and Klingon ships regularly make devastating raids on Cardassian targets. When Dukat discovers that a Klingon ship has wiped out a joint Cardassian/Bajoran diplomatic conference on a Cardassian settlement, he and **Major Kira Nerys** take revenge by seizing the ***Klingon Bird-of-Prey*** which mounted the attack.

Under Major Kira's guidance, Dukat's crew install a **type-5 disruptor** from the settlement's defenses in the *Groumall*'s cargo bay. Dukat anticipates the *Bird-of-Prey*'s next target and intercepts it. He convinces the Klingon captain that the freighter is carrying a valuable cargo, and when the Klingons lock on their tractor beam, Dukat fires his makeshift disruptor. The *Bird-of-Prey* is damaged but fires back, severely damaging the *Groumall*.

In the confusion, Kira and Dukat beam on to the Klingon ship. They use its transporters to beam the Klingon crew onto the Cardassian freighter and the Cardassian crew on to the *Bird-of-Prey*; Dukat then eliminates his enemies by firing on the helpless freighter.

The *Bird-of-Prey* is the first Klingon vessel that is ever captured by the Cardassians. Its computer contains valuable strategic information about the deployment of the Klingon fleet in Cardassian space and their targeting priorities. Dukat plans to turn the *Bird-of-Prey* over to his superiors on Cardassia, but he is informed that the **Detapa Council** does not wish to engage the Klingons militarily. They are determined to find a diplomatic end to the conflict between the Cardassians and the Empire.

Although his success in capturing the Klingon ship earns Dukat the offer of his old post as military advisor to the Detapa council, Dukat is unhappy with the council's decision. He sees himself as the "only Cardassian left" and decides to take on the entire Klingon Empire by himself. Major Kira declines Dukat's offer to ship out with him, but she does convince him to allow his half-Bajoran daughter, **Tora Ziyal**, to accompany her to ***Deep Space Nine***, where she will be safe while her father carries out his terrorist activities.

Spoils of war

The ship Dukat has stolen is a ***K'Vort***-class *Bird-of-Prey*, a relatively small scouting and raiding vessel with a crew of 36.

The *Bird-of-Prey* is heavily armed, and is equipped with disruptors, **photon torpedoes**, and a **tractor beam**, which is broadcast from an emitter on the bottom of the ship. Like most Klingon vessels, it is also equipped with a

Gul Dukat's BIRD-OF-PREY is the only Klingon ship ever captured by the Cardassians. However, because the Detapa Council is unwilling to attack the Klingons, Dukat keeps it as his own and uses it to wage a private war on the enemy.

Dukat enjoys playing the role of a lone terrorist. He and his crew use the BIRD-OF-PREY to inflict several serious defeats on the Klingons, gathering trophies, such as a Klingon sash, along the way.

FROM CARDASSIAN FREIGHTER TO KLINGON BIRD-OF-PREY

The BIRD-OF-PREY investigates Dukat's freighter, which appears to be carrying a large consignment of refined dilithium crystals.

After attacking the BIRD-OF-PREY with the massive disruptor, Dukat beams aboard and takes control of the Klingon vessel.

Dukat's first act as commander of the BIRD-OF-PREY is to destroy the ship's Klingon crew, who are now on the helpless GROUMALL.

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Gul Dukat's Bird-of-Prey

Dukat succeeds in penetrating the heart of Klingon defenses when he takes his BIRD-OF-PREY to Klingon military headquarters at Ty'Gokor. His ship beams Sisko's disguised team in, and leaves safely.

cloaking device. Even without shields, it has protective armor that can resist low-level **phaser** blasts. Its weakest point is the underside of its hull.

Making changes

Dukat makes several modifications to his ship. Most obviously, he adjusts the environmental controls to suit his Cardassian crew. The atmosphere inside the ship is even darker and smokier than it was when the Klingons were in command.

Dukat also installs a **holofilter**, a device that will help him deceive other Klingon ships into believing his *Bird-of-Prey* is still under Klingon command. It allows Dukat to project a holographic image of himself as a Klingon over the ship's comm system. It is completely convincing, and Dukat regularly uses it to deceive Klingon patrols. Unfortunately, the **optronic relays** are prone to fusing, rendering the device inoperative. When this happens, Dukat simply destroys any Klingon vessels which might be curious about him. Dukat also uses the *Bird-of-Prey*'s systems to access Klingon computers where he can plant information such as fake flight plans.

The bridge is a round room with a viewscreen and control stations around the perimeter and on a series of consoles behind the captain's chair, which is on a raised platform in the center of the room. Midway up the circular outer wall is a thin ribbon of red light that flashes during red alerts. Colors are muted, and lighting seems dark and shadowy to human eyes. There are square grids at intervals along the bulkheads, each lit from behind by either a red or a white light. Transporter control is in a corridor just outside the bridge. At least one corridor has a control lectern at one end.

Dukat's crew

Dukat's Cardassian crew from the freighter join him on the *Bird-of-Prey*. His first officer, **Glinn Damar**, is a supremely competent crew member who takes on the duties of navigator, science officer, and weapons officer, among other things. He also knows a thing or two about hand to hand combat.

In the months following its capture, Dukat uses his *Bird-of-Prey* to mount a series of raids on Klingon forces. During this time he takes to wearing a Klingon sash. In one of his most daring missions he takes **Captain Sisko**, **Chief O'Brien**, and **Security Chief Odo** – who are masquerading as Klingons – to **Ty'Gokor**, the Klingon military headquarters. The mission is a complete success, even though the holofilter is malfunctioning.

In early 2373, Dukat uses his *Bird-of-Prey* to open negotiations between the **Dominion** and the Cardassian authorities. Just before a Dominion invasion of the **Alpha Quadrant** is imminent, Dukat has a skirmish with a ***Klingon Battle Cruiser*** which damages his *Bird-of-Prey*. He visits ***Deep Space Nine*** to make repairs and to spend time with his daughter. While there, he tells Captain Sisko that he is willing to use his ship to help defend the station against the Dominion fleet.

However, when the Dominion fleet sets course for Cardassia, Dukat takes his *Bird-of-Prey* and joins them. With the Dominion's support, he becomes the head of the new Cardassian government. He abandons his *Bird-of-Prey* for a Cardassian vessel, but the Klingon ship remains in Dominion hands, where it has doubtless been fully analyzed.

Dukat sometimes needs to talk to Klingon ships. To disguise his true identity, he fits a holofilter to the BIRD-OF-PREY's communications systems, allowing him to project an image of a Klingon captain.

Dukat has a basic familiarity with Klingon instrumentation when he boards the BIRD-OF-PREY, and during his time on the ship he becomes quite expert on all the vessel's systems.

A RENEGADE BECOMES A LEADER

Dukat is delighted when he first takes control of the BIRD-OF-PREY. He is convinced that his success in capturing a Klingon vessel will restore him to favor. But he is disgusted when he discovers that the Detapa Council has no intention of using the information he has gathered to attack the Klingons.

Major Kira is amazed when Dukat's BIRD-OF-PREY follows the Dominion fleet, and she assumes that he is mounting a suicidal attack. But Dukat hails the U.S.S. DEFIANT and informs the crew and the rest of the Alpha Quadrant that he has spent several months secretly negotiating Cardassia's entry into the Dominion.

Kira orders Dax to fire on Dukat's ship as it heads for Cardassian space with the Dominion fleet, but it is too late. The last time the crew of DEEP SPACE NINE see Gul Dukat's BIRD-OF-PREY, it is carrying him to glory as the new leader of the Cardassian Union, the Dominion's first member in the Alpha Quadrant.

FILE 50 CARDASSIAN PERSONNEL

Garak: A Simple Tailor

After the Cardassians abandon *Terok Nor*, only one Cardassian remains aboard the space station. Garak maintains that he is simply a tailor, but it soon becomes apparent that he has a mysterious past as a member of Cardassia's Obsidian Order.

OTHER CARDS IN THIS FILE...
1 Gul Dukat
4 Tora Ziyal
5 Ghemor
6 Enabran Tain

Elim Garak is the only **Cardassian** citizen left on ***Terok Nor*** after the Cardassian withdrawal from **Bajor** in 2369. He owns and operates a clothing and tailoring shop on the Promenade level of ***Deep Space Nine***. Garak is quite an enigma; he is at times both helpful and difficult, secretive and open, knowledgeable and unaware. He considers himself an outsider, and is very careful of forming relationships with anyone.

If anyone can be called Garak's friend, it is **Dr. Julian Bashir**. He first meets Garak in 2369, when they begin a weekly ritual of lunch at the Promenade Replimat. Together they discuss and debate everything from Cardassian literature to the adventures of Bashir's **holosuite** alter-ego, superspy Agent Julian Bashir. Although Bashir maintains a healthy suspicion of Garak, they have formed a bond of mutual respect, if not out-and-out trust.

Garak is extremely literate, and prefers works such as the Cardassian novel '**The Never-ending Sacrifice**' to those such as William Shakespeare's 'Julius Caesar', which he considers more of a farce than a serious drama. In terms of food and drink, Garak's preferences are not out of the ordinary, although he is fond of **Delavian chocolates** and finds **rokassa juice** to his liking, mainly for its calming effects. He suffers from intense claustrophobia.

Mysterious past

Garak's quarters on *Deep Space Nine* are in Chamber 901 on Habitat Level H-3. They are spartan in nature, and betray little about Garak's rather murky background.

Garak's skills as a tailor are adequate, although sometimes lacking. **Chief Miles O'Brien** maintains that he always cuts pants "too long." Garak has contacts that allow him to get clothing and materials that are not available to the average tailor. Garak is

PROFILE ON GARAK

NAME: Elim Garak

LIFE FORM: Cardassian

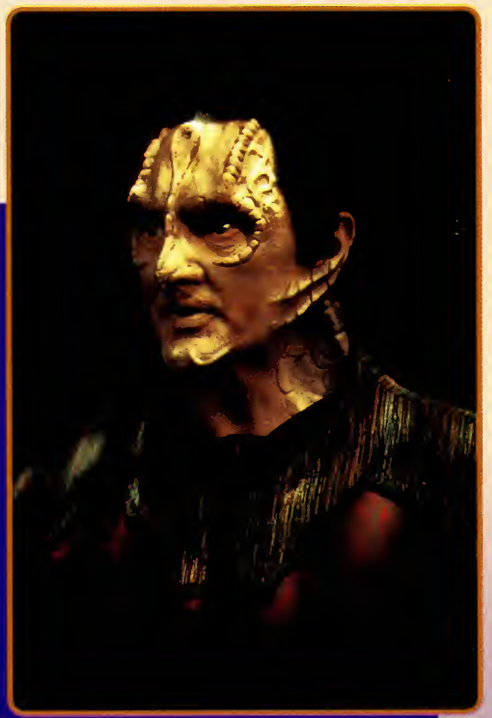
PROFESSION: Garak is officially a tailor, but is currently assisting the Federation task force.

FORMER EMPLOYMENT: Member of the Obsidian Order.

REMARKS: It is difficult to gather reliable information about Garak's past. However, it appears that he is a highly trained killer and was once a spy.

FAMILY: Evidence suggests that Garak is Enabran Tain's son.

FIRST SEEN: 'Emissary' (DS9)



Garak is an extraordinarily complex person. Establishing the truth about his past is almost impossible, at least in part because he is an instinctive liar: a trait that no doubt helped him to survive while he was a member of the Cardassian Obsidian Order.

★ The real thing

Garak is amused by Bashir's British secret service agent holodeck program. He insists that real spies are completely amoral. When the program malfunctions, Garak is all too willing to sacrifice the lives of others to save himself.

MAN OF CONTRADICTIONS

★ Deadly killer

Under the influence of a psychotropic drug, it becomes apparent that Garak is an efficient killer.

★ Tailor

Garak tells everyone living on DEEP SPACE NINE that he is a simple tailor, but the truth is obviously somewhat more complicated.

★ Man of culture and letters

On DEEP SPACE NINE, Garak enjoys meeting Dr. Bashir for lunch. The two men spend much of their time discussing literature and the intricacies of Cardassian culture.

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Garak: A Simple Tailor

often in pursuit of new business, and frequently invites station commander **Benjamin Sisko**, to his shop. But often, visits to Garak's shop have a double meaning; he is fond of using his tailoring business as a blind for far more duplicitous matters. More than once, he has conveyed secret information couched in terms of 'fashion'.

Many talents

Most of those stationed aboard *Deep Space Nine* are suspicious of Garak's true nature. Garak has many skills that are not often part of the average tailor's repertoire. He is adept at picking pockets and is an expert at Cardassian secret military communication codes. He has an extensive knowledge of **isolinear data subprocessors**, although he maintains that he only "dabbles" in the field as a hobby. He has an intricate knowledge of the inner workings of the Cardassian government and military operations – in fact, he is often aware of important events before most people. He has access to top secret codes and security clearances, allowing him access to Cardassian computers and data. For a mere tailor, he has some very highly placed friends and acquaintances, and at least as many highly placed enemies. He has an extremely adversarial relationship with **Gul Dukat**, which may be related to Garak's involvement in the death of Dukat's father.

Initially many believe that Garak is a Cardassian spy, conveniently left behind when the occupying forces withdrew from Bajor. Garak has denied these accusations, and it is clear that he has a genuinely troubled relationship with the Cardassian government. But his activities have left little doubt in the minds of **Captain Sisko** and his crew that there is more to Elim Garak than he lets on.

Garak has been helpful in many difficult situations. In 2371, when the station is 'locked down' due to the accidental triggering of an old Cardassian security program, his knowledge of Cardassian systems is instrumental in saving the lives of the Ops crew. When Kira is captured and held on **Cardassia** in a plot to expose members of the Cardassian underground, Garak is part of the rescue operation.

Close relationship

Garak has befriended **Ziyal**, the half-Bajoran daughter of Gul Dukat. The only other Cardassian on *Deep Space Nine*, Ziyal has become the closest thing to family that Garak has. This relationship infuriates Gul Dukat, who has nearly killed Garak over it.

In 2371, Garak is stricken with episodes of severe pain. Examination by Dr. Bashir leads to the conclusion that the pain is caused by a bioelectric neural implant placed in Garak's brain by the **Obsidian Order**, a secret intelligence division that operates outside the Cardassian government's influence. Later in the year, Garak is nearly killed in an explosion that destroys his tailor shop. The explosion is linked to an assassination plot by **Enabran Tain**, the former head of the Obsidian Order. These two events have lead many to believe that Garak may have been at one time, part of this super-secret intelligence group.

In short, Elim Garak is one of the more fascinating residents and proprietors aboard the *Deep Space Nine* station. Several times Garak has surprised Sisko and crew by demonstrating his willingness to help in **Federation** matters. At the same time he has also demonstrated an unwavering love for the culture and ways of his native world of Cardassia, if not for its various administrations.

★ **Old enemies**
Although they fought side by side against the Klingons, Garak and Dukat despise one another and have a long-running feud.

★ **Cardassian exile**
For undisclosed reasons, Garak cannot return to Cardassia. The closest he can get is a holographic recreation of his home planet.

"... the truth is usually just an excuse for lack of imagination."
— Garak

★ **Painful existence**
When he was a member of the Obsidian Order, Garak was fitted with a device which could flood his brain with endorphins. The device was designed to help him resist torture, but when he was exiled to DEEP SPACE NINE, Garak found life unbearable and activated the device permanently.

SECRET LIVES

★ **Father and son?**
Conclusive evidence does not exist, but it appears that Garak is the son of Enabran Tain, the leader of the Obsidian Order. Garak certainly seems to have been one of Tain's favorites and at one point to have been groomed as his successor.

★ **Last words**
Garak is reunited with Enabran Tain in a Dominion prison in the Gamma Quadrant. The two men are reconciled seconds before Tain dies. Their exchange suggests that Tain is Garak's father.

★ **Great escape**
In the Dominion prison, Garak is forced to overcome his claustrophobia to access a jury-rigged transmitter in a narrow corridor. He displays remarkable mental discipline and eventually manages to send a signal to a nearby RUNABOUT, rescuing himself and his companions.

Picard: Diplomat

As a starship captain, Jean-Luc Picard is far more than a soldier and explorer. His duties often require him to act as the Federation's diplomatic representative as he deals with the many different cultures of the Alpha Quadrant.

By the late 24th century, starship captains are selected for their diplomatic abilities as much as for their military or scientific skills. **Starfleet** vessels, such as the ***U.S.S. Enterprise NCC-1701-D***, are regularly required to undertake diplomatic missions; in many cases they transport full-time **Federation** ambassadors, but equally often the ship's captain is called upon to perform delicate diplomatic tasks. **Captain Jean-Luc Picard** has excelled in this area, and has earned a formidable reputation as a diplomat.

Perhaps most importantly, Picard is extremely open minded. He never assumes that anyone or anything is completely without justification. When the *Enterprise* intercepts the **Crystalline Entity**, a life form which has killed thousands of **Federation** citizens, Picard's first instinct is not to attack but to attempt to make contact. He is horrified when **Dr. Kila Marr** destroys the Entity, and he reminds her that their first duty was to attempt to establish diplomatic relations with the creature.

Sound judgment

Picard is also willing to recognize when he is in the wrong. In 2367, the *Enterprise* rescues a human youth, **Jeremiah Rossa**, from a damaged **Talarian** vessel. Investigations reveal that Jeremiah's parents were killed during a Talarian raid, after which a Talarian captain, **Endar**, adopted the boy as his own. Evidence suggests that Jeremiah has been abused, and when Endar requests the return of his son, Picard refuses. The situation is tense, but Picard is determined to protect the child, and the two forces reach the point of war. Eventually, Picard realizes that he has completely misjudged the situation and that Jeremiah has a loving father. Even though Jeremiah has tried to kill him, he does as the boy wishes and returns him to Endar.

Picard's determination to find a peaceful solution wherever possible proves vital when he is kidnapped by the **Tamarian** Captain **Dathon**. Even when offered a knife, Picard does not respond violently, but puts all of his efforts into learning to understand the Tamarian's bizarre language. His 'talk first, shoot later' attitude is successful, and as a result the Federation finally manages to establish diplomatic relations with the **Children of Tama**.

Picard's dedication and hard work have proved invaluable. He always studies a situation in depth, spending hours in his ready room reading reports and consulting with his senior officers. This proves essential when Picard is sent to make diplomatic contact with the **Jarada**, a race who place great importance in protocol and insist that formal greetings are made in their native tongue. The language is extremely difficult to master, and a previous attempt to establish diplomatic ties failed when

PROFILE OF A DIPLOMAT

NAME: Jean-Luc Picard

DIPLOMATIC SKILLS: Knowledge, patience and the ability to see other points of view make him a skilled negotiator. The role of captain requires great diplomatic skills.

NOTABLE ACHIEVEMENTS: 2366, helps Sarek of Vulcan complete negotiations with the Legarans; 2370, helps in the creation of the Demilitarized Zone between the Federation and Cardassia.

Captain Picard is a highly skilled diplomat. In his many years as a starship captain he has used his talents to resolve many difficult situations. He has often acted as host for diplomatic functions aboard the U.S.S. ENTERPRISE NCC-1701-D, and his dealings with the Klingon Empire have become legendary.

NEGOTIATOR

★ **Impossible task**
Picard develops an innovative situation to the problems of the settlers on Dorvan V.

★ **Irreconcilable differences?**
Picard often has to force competing parties to face up to the reality of their problems. In 2365, he persuades the Altec and the Straleb to put aside their differences.

★ **Hostage talks**
When Lutan kidnaps Tasha Yar, Captain Picard is forced to enter into sensitive negotiations with the Ligonian leader.

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Picard: Diplomat

All too often, Captain Picard is forced to enter into negotiations with groups who have taken members of the U.S.S. ENTERPRISE crew prisoner. In one serious incident Picard has to negotiate the return of several children who are kidnapped by the Aldeans, who are trying to use the children to replenish their colony.

the Federation representative mispronounced a single word. After hours of study, Picard delivers the greeting faultlessly, and negotiations begin after 20 years of silence.

Picard isn't simply hardworking; he is often inspired. On his very first mission as captain of the *Enterprise* he surprises **Q** by realizing that **Farpoint Station** is actually a life form, and ensures that the Federation will be able to continue its mission of exploration without Q's interference. In 2367, he abandons normal diplomacy and uses technology to prove that a woman posing as the legendary **Ardra** is a confidence trickster and that he too can cause earthquakes and make people disappear. On another occasion, Picard discovers that the **Brekkans** have deceived the **Ornarans** into buying an addictive drug, which they believe is the cure for a plague. Upholding the **Prime Directive**, he does not reveal the true situation to the Ornarans. However, he does find a way of ending the immoral trade by refusing to help the Brekkans repair their aging spacecraft.

Honored by the Klingons

Picard's encounters with the **Klingons** have often required him to be particularly tough. His conduct as **Worf**'s **cha'Dich** earns him **Chancellor K'mpec**'s respect, and when K'mpec knows he is dying, he takes the unprecedented step of appointing the human Picard as his **Arbiter of Succession**. Picard appreciates the Klingon obsession with honor, and the need to present an uncompromising face, and he makes intelligent use of Klingon law to slow the proceedings down while his crew investigate K'mpec's death. He then successfully installs **Gowron** as the new Chancellor. When Gowron seeks to play down Picard's role in his rise to power, the captain knows exactly what tone to strike, and gets what he wants by making a veiled threat.

Romulan encounters

Picard has proved equally adept at dealing with the **Romulans**. In 2364, he avoids unnecessary fighting when the *Enterprise* meets a ***Romulan Warbird*** which is investigating a **Borg** attack on colonies bordering the **Neutral Zone**, and in 2366, he successfully diffuses a potential conflict over two Romulan operatives found on **Galorndon Core**. He is every bit as careful as the Romulans, and always manages to find an acceptable description of 'difficult' circumstances which allow both parties to withdraw without admitting any wrongdoing.

Picard's dealings with the **Cardassians** have shown that he is willing to place the interests of peace above any personal feelings he might have. In 2367, he is sent to arrest **Captain Maxwell**, who is attacking Cardassian targets without authorization. During the mission, Picard manages to keep the peace, even though he realizes Maxwell's belief that the Cardassians are arming themselves is correct.

Picard's intellectual skills, and his determination to find a peaceful solution, help him to form a bond with the Tamarian captain Dathon.

The peace treaty with the Cardassians brings Picard's personal beliefs into sharp conflict with his duties. He has deep misgivings about his mission to resettle a group of Native American colonists from **Dorvan V**, which the treaty hands over to the Cardassians. He eventually manages to negotiate a settlement which leads to the formation of the Demilitarized Zone.

Picard is always determined to find a diplomatic solution even where others have failed. He insists on completing negotiations on **Solais V** after **Ambassador Riva**'s chorus is killed, and on another occasion he even persuades the **Acamarians** to convene a peace conference with the dissident **Gatherers** after 99 years of conflict.

Captain Picard and the U.S.S. ENTERPRISE often host delicate diplomatic talks. In 2366, for example, the ENTERPRISE hosts negotiations over the exclusive use of the Barzan wormhole.

When making contact with 'primitive' cultures, diplomacy often requires careful judgments about how much to reveal. After a Federation anthropology team accidentally makes contact with the Mintakans, Picard is forced to use all of his diplomatic skills to persuade the Mintakans that he is not a god.

ARBITER OF SUCCESSION

Man of honor

Captain Picard is the only non-Klingon to ever act as the Arbiter of Succession. His task is to supervise the challenge for the leadership of the High Council, and to install the victor.

Difficult task

When K'mpec makes Captain Picard his Arbiter of Succession, Picard turns to K'Ehleyr for advice on Klingon procedures. His approach eventually exposes Duras.

"If you believe I'm all-powerful, then you cannot hurt me. If, however, I am telling the truth, and I am mortal, you will kill me. But if the only proof you will believe is my death, then shoot."

— Picard to Liko, a Mintakan

Anti-Changeling Devices

Because the Founders' ability to change shape makes them almost undetectable, many Alpha Quadrant races have been forced to develop new weapons that can be used against them.

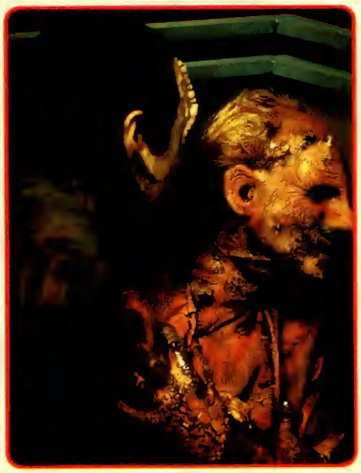
Klingons place considerable faith in blood tests, and insist on them before meetings.

When the **Dominion** makes it clear that it intends to invade the **Alpha Quadrant**, the various races in that part of space are forced to try to develop various means of detecting the **Founders** and of inhibiting their ability to change shape.

One of the first effective anti-Changeling devices is developed by the **Cardassian Obsidian Order**. The device is designed to prevent Changelings from altering their form, and works by emitting a quantum stasis field which makes it impossible for the Changeling to alter its biomolecular structure. This in itself has obvious applications, and since the Founders must return to their natural state within a given period of time; it can also be used to torture them.

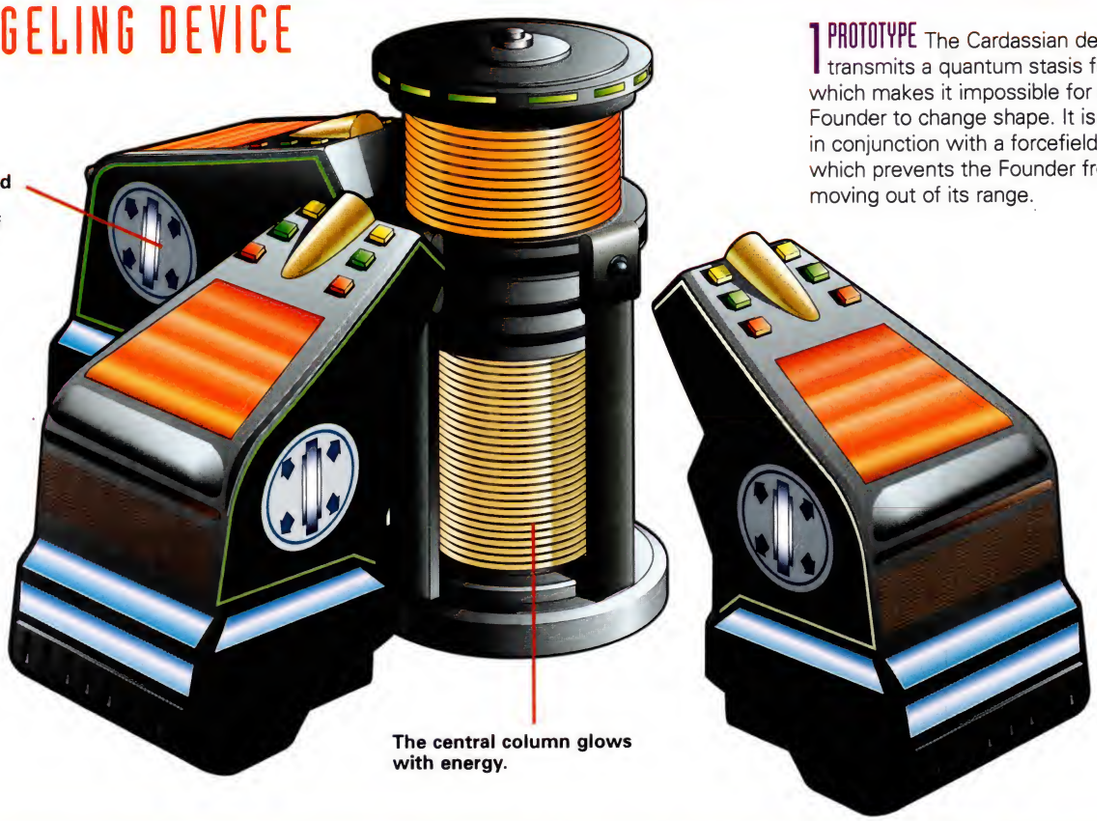
In 2371, a prototype of the Cardassian device is used in the field, when **Odo** is being held prisoner on a ***Romulan Warbird***, which is part of a combined **Tal Shiar**/Obsidian Order fleet. A forcefield around the bulkheads prevents Odo from escaping from the confines of his room. The prototype works as planned, and keeps Odo from returning to his gelatinous form and forces him to remain in his human shape. Slowly, and very painfully, his body appears to become desiccated. His face cracks, his skin flakes off and his uniform crumbles, as though every part of him is slowly drying out and turning to dust. The process causes Odo great pain and, if used long

The Obsidian Order develops a prototype device which inhibits the Founders' ability to change their form.



When he is forced to remain in one form, Odo is in great pain and his body begins to break down, apparently drying out.

ANTI-CHANGELING DEVICE



PROTOTYPE The Cardassian device transmits a quantum stasis field which makes it impossible for a Founder to change shape. It is used in conjunction with a forcefield, which prevents the Founder from moving out of its range.

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Anti-Changeling Devices

The Changelings' ability to alter their shape allows them to hide almost anywhere. During drills on DEEP SPACE NINE in 2372, it becomes clear that phaser sweeps are only partially effective, since a clever Changeling can move ahead of them.

In 2372, a group of Starfleet officers persuade United Federation of Planets president Jaresh-Inyo to declare a state of emergency and initiate blood screenings on Earth. But it emerges that the threat of invasion is not as serious as was thought.

enough, will presumably kill him. However, the device has some limitations – in its prototype form it has a very limited range and, perhaps more significantly, it is not known how typical Odo is of other Changelings. It has been established that he does not have as much control over his body as most Founders, and it seems likely that other Changelings can hold their form for much longer. Such concerns appear to be academic. The prototype device is presumably destroyed when the Dominion ambush the Tal Shiar/Obsidian Order fleet, and since Cardassia has now joined the Dominion, it appears unlikely that any anti-Changeling technology developed by the Obsidian Order will become available to other Alpha Quadrant races. At this point, no similar devices are known to exist.

In the blood

Because Changelings can fool **tricorders** and other scanning devices, it becomes imperative for Alpha Quadrant races to develop an effective means of detecting them. For some time, the **Federation** and the **Klingons** rely on blood screenings to detect Founders who are posing as humanoids. Although a Changeling can assume any form, any part of them which is removed from their body rapidly reverts to its natural state. Theoretically, a simple extraction of blood from a person's arm proves whether or not they are a Changeling because humanoid blood remains as blood, but a Changeling's 'blood' quickly reveals its true nature. The crew of the ***U.S.S. Defiant NX-74205*** use this method with some success in 2371 when they are infiltrated by a Changeling.

Following this, the Klingons become almost obsessive about regular blood screenings. They refuse to commence any kind of meeting or negotiation until blood is drawn, and they attempt to perform blood tests on ships leaving the **Bajoran** sector. In 2372, when a Dominion invasion of Earth and **Starfleet Headquarters** appears imminent, the president of the **United Federation of Planets**, **Jaresh-Inyo**, declares a state of emergency and initiates planetwide blood screenings on Earth. Many people feel that this is an unwarranted invasion of their civil liberties, and the screenings are abandoned when it becomes clear that the crisis has been manufactured by paranoid Starfleet personnel.

It soon appears that blood screenings are not only time-consuming and potentially offensive, but are ineffective. On a very basic level, the tests have to be administered incredibly frequently to have any real value. More importantly, the Founders quickly develop an effective response. In order to escape detection, all a Changeling has to do is to take some blood from a humanoid and hold it inside its body. When the Changeling is given a blood screening, it can simply release the humanoid blood.

Phaser sweeps

A second, slightly more effective anti-Changeling device developed by the Federation involves using low-level **phaser** sweeps. Phaser settings of 3.5 are high enough to cause pain to a Changeling, forcing it to return to its gelatinous state. Unfortunately, because even low-level phaser blasts are extremely uncomfortable to all surrounding humans, this method is not a particularly effective means of detecting a Changeling which has adopted a humanoid form. However, phaser sweeps can be used to force a Changeling who has assumed the shape of a plant or a chair to return to its natural state. Starfleet has experimented with installing phasers in sensitive locations so that a room can be swept for Changelings, and Starfleet personnel have practiced performing sweeps using phaser rifles. As yet, it has not been established how effective phaser sweeps are, or whether, with practice, Changelings can resist their effects.

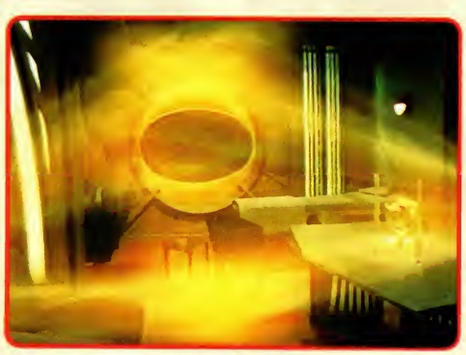
Potential weapons

It appears that some naturally occurring substances may provide effective anti-Changeling technology. In 2370, Odo is exposed to a noxious gas that makes him lose control over his morphing abilities. The exposure occurs in the **Gamma Quadrant** on a planet designated **LS-VI** during extreme seismic activity; the gas is volcanic in origin.

Somehow Odo absorbs the gas and becomes violently ill. He then takes on several bizarre shapes and begins attacking people. Because the gas can only be collected in the Gamma Quadrant, its exact qualities are unknown, and its effect on shapeshifters is unpredictable. At this point, the gas cannot be used as an effective anti-Changeling device.

For some time, it is believed that blood screenings are an effective means of detecting Changelings. However, it emerges that the Founders can avoid detection by keeping humanoid blood inside their bodies.

When it is discovered that low-level phaser blasts make it difficult for a Changeling to retain its shape, the crew of DEEP SPACE NINE begin a series of training exercises to ensure that they can sweep the entire station for Changelings in the minimum amount of time.



Starfleet personnel use phaser rifles which are set to level 3.5. The beam is set for the widest possible dispersion so that a room can be bathed with phaser beams. It takes a team of two only a few seconds to sweep a room, but even this does not seem to be fast enough.

Specialized phaser emitters, which are designed to sweep a room with a low-level phaser beam, are fitted to rooms at Starfleet Headquarters. These devices are tested on Odo in 2372 and appear to be effective. However, they have not been tested on more experienced Changelings.

FILE 71 STAR TREK: VOYAGER

'Lifesigns'

When the ***U.S.S. Voyager NCC-74656*** rescues the **Vidiian Danara Pel**, the Doctor is forced to improvise: he saves her life by creating a holographic body for her. But as he works to restore her real body to health, he begins to fall deeply in love with his patient.

'LIFESIGNS'

"I'm used to being in control of my faculties, confident of my decisions. But lately, whenever Danara's program is deactivated and I should be concentrating on my work, I find myself thinking of nothing but her."

– The Doctor to Kes

The ***U.S.S. Voyager NCC-74656*** rescues a lone **Vidiian** woman from her ship. She is close to death, but the **Doctor** manages to transfer her synaptic patterns to a holographic body. Her name is **Danara Pel**, and she is overwhelmed to see how she would look if she weren't infected with the **phage**, but the Doctor explains that they have to restore her real body to some kind of health within a few days, before her synaptic patterns degrade.

After operating on her real body, the Doctor takes his patient to the **holodeck**, where they enjoy an evening in **Sandrine's**. They are clearly attracted to one another, and she decides to call him **Schmullus**.

Later, in the Mess Hall, **Chakotay** tries to ask **Paris** about his recent bad behavior, but Tom is uncooperative and walks out. **Jonas** overhears their conversation, and tells the **Kazon** about it.

Holographic lovers

Kes realizes that the Doctor is in love with Danara, and advises him to tell her how he feels. Danara is a little taken aback when the Doctor tells her of his feelings during surgery, and tells him she would prefer a professional relationship.

With a little advice from Paris, the Doctor changes his approach – he takes Danara to the **holodeck**, where they use one of Tom's programs. The date goes well, and the two begin to fall deeply in love.

When Chakotay relieves him of duty, Tom angrily pushes the first officer to the ground. A steely Janeway orders **Tuvok** to take Paris to the brig.

The Doctor discovers that Danara has tried to kill her real body because she is determined not to live with the phage. But he cannot allow her to die, and persuades her to 'return' to her real body before it is too late. Before she leaves the ship, he takes her to the holodeck once more, and they share the Doctor's first dance.

STARSHIP FACTS

The Doctor does not believe that he has been programmed to fall in love, but it appears that his program is adapting to his new circumstances.

ON SCREEN...

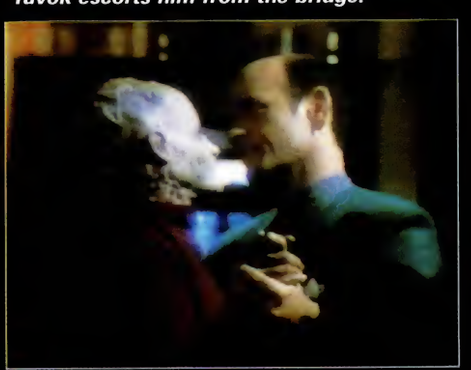
1 Captain Janeway beams Danara straight to sickbay. She only has moments to live, but the Doctor discovers a neural implant which he uses to transfer her mind to a holographic body.

2 Danara is amazed to see herself without the phage. Her body has been horribly diseased since she was seven years old, and she considers the Doctor's 'gift' of a holographic body to be a miracle.

3 After overhearing an argument between Paris and Chakotay, Jonas contacts the Kazon and tells them about Paris's problems. The Kazon are interested, and ask Jonas to cause a small explosion in the warp engines.

4 Tom has been turning up late for work and is angry when Chakotay suspends him from duty. There is a brief scuffle, and Paris pushes Chakotay to the ground. Then Tuvok escorts him from the bridge.

5 Tom's holodeck program does the trick, and the Doctor and Danara are soon in one another's arms.



6 Before she returns to her colony, Danara visits the holodeck with the Doctor, and they share one last dance.

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FILE 71 STAR TREK: VOYAGER

'Investigations'

After weeks of insubordinate behavior, **Tom Paris** eventually leaves the ***U.S.S. Voyager NCC-74656***, but as soon as he is gone it becomes apparent that everything is not as straightforward as it seemed. Could Tom have been in touch with the **Kazon**?

'INVESTIGATIONS'

"I first met this man almost a year ago. To tell you the truth, I didn't like him much ... The fact of the matter is, he proved himself, right from the beginning. I wouldn't be alive right now if it weren't for him. And the same goes for many of you ... Goodbye, Tom."

– Neelix's broadcast to the Voyager crew

After his recent problems, **Tom Paris** decides to leave the ***U.S.S. Voyager NCC-74656*** and sign on with a **Talaxian** convoy. After he has gone, the warp engines are damaged in an accident. *Voyager* needs some verterium cortenide to repair them, so **Neelix** suggests traveling to a nearby mining colony. But before they get under way, the Talaxians contact *Voyager* and tell them that the **Kazon** have kidnapped Paris.

Neelix thinks someone on *Voyager* must have told the Kazon where Tom was, and decides to find out who. He begins to investigate, and is amazed to discover that Tom seems to have been communicating with the Kazon.

Janeway calls Neelix and **Chakotay** to her ready room, and she and **Tuvok** explain that a few weeks ago they discovered that someone was sending messages to the Kazon and asked Tom to behave badly so that he would be put off the ship where he might be contacted by the Kazon. It seems the spy is trying to frame Tom, and they want Neelix to continue his investigations in the hope that this will flush out the traitor.

The traitor exposed

On the Kazon ship, Tom monitors **Jonas**'s next transmission and manages to escape, stealing a Kazon shuttle. By the time he reaches *Voyager*, Tom is under heavy fire, but he manages to warn Janeway about a Kazon trap on the mining colony. The shuttle is damaged, and Janeway orders Jonas to boost the power to the transporters. Neelix is in Engineering, but Jonas overpowers him and disables the weapons. *Voyager* closes on Paris's shuttle and beams him aboard. In Engineering, Neelix recovers and attacks Jonas; there is a brief fight before Neelix throws Jonas into the warp core and restores power to the weapons.

The next day, Tom is the guest of honor on 'A Briefing With Neelix', and he apologizes for his recent bad behavior – not that he didn't enjoy some of it ...

STARSHIP FACTS

Janeway, Tuvok, and Paris are the only people who know about the plot to expose the traitor. Even Chakotay does not realize what is happening.

ON SCREEN...

1 *When Neelix learns that Tom is planning to leave the U.S.S. VOYAGER, he goes to his quarters to wish him goodbye and good luck.*

2 *With Mr. Hogan's help, Neelix begins to investigate some mysterious gaps in the subspace communication logs. It seems that the damage is deliberate.*

3 *The Kazon try to persuade Tom to join them. But as soon as he is alone, he taps into the computer and monitors a communication from Jonas.*

4 *Seska and her Kazon allies catch Tom redhanded, but he manages to escape, steal a shuttle, and make his way back to VOYAGER.*

5 *Neelix is in Engineering when Jonas is exposed as a traitor. The two fight, and Neelix eventually wins when Jonas falls to his death in the warp core.*

6 *Tom makes a special appearance on 'A Briefing With Neelix', and explains why he has been behaving so strangely over the last few weeks.*

FILE 68 STAR TREK: The Original Series

'The Doomsday Machine'

When the ***U.S.S. Enterprise NCC-1701*** finds **Commodore Matthew Decker**, his crew have been killed and his ship crippled. Decker is consumed with guilt, and is determined to exact his revenge on the deadly ***Planet Killer***, even if it means destroying **Kirk**'s ship.

'THE DOOMSDAY MACHINE'

"They say there's no devil, Jim, but there is. Right out of hell! I saw it!"
"Where's your crew?"
"On the third planet."
"There is no third planet!"
"Don't you think I know that? There was, but not anymore."
– Decker and Kirk

The ***U.S.S. Enterprise NCC-1701*** is investigating a distress call from the ***U.S.S. Constellation NCC-1017***. The crew are horrified to discover that several planets in the area have been destroyed, and they soon find the inactive and badly damaged *Constellation*.

Communications Officer Palmer cannot contact the *Constellation* because of heavy **subspace** interference, and **Spock** reports that the other ship's power supply has been exhausted. Leaving Spock in charge of the *Enterprise*, **Kirk** takes a party over to the damaged ship. **Scotty**'s men find that the **phaser** banks are exhausted and the warp engines destroyed, but the impulse drive is salvageable.

The planet killer

Kirk, **McCoy** and Scotty find **Commodore Decker** in the auxiliary control room. He is clearly in shock, but he manages to explain that his ship was powerless and he beamed his crew down to one of the planets before 'it' attacked again, knocking out the transporter. Decker was forced to watch as 'it' destroyed the planet and killed his crew. 'It' is some kind of weapon, miles long; Decker and his crew found it slicing up a planet with an antiproton beam. Spock's analysis of the *Constellation*'s logs shows that 'it' is also some kind of robot that came from outside the Galaxy. If it follows its current path, it will pass through the most densely populated section of the Galaxy.

McCoy takes Decker back over to the *Enterprise*, which has detected the ***Planet Killer***. The two officers rush to the bridge, where Spock is reporting the situation to Kirk. The *Planet Killer* is now pursuing the *Enterprise*, which is just managing to keep out of range. As soon as Spock lowers the shields to beam the rest of Kirk's party aboard, the robot attacks the *Enterprise*. Communications are damaged, and Kirk and his men are trapped on the *Constellation* with no way of contacting the *Enterprise*. Kirk orders Scotty to begin work repairing the *Constellation*.

Meanwhile, the *Planet Killer* has lost interest in the *Enterprise* and is now on a course for the **Rigel** colonies. Spock plans to return to the *Constellation* so that he can

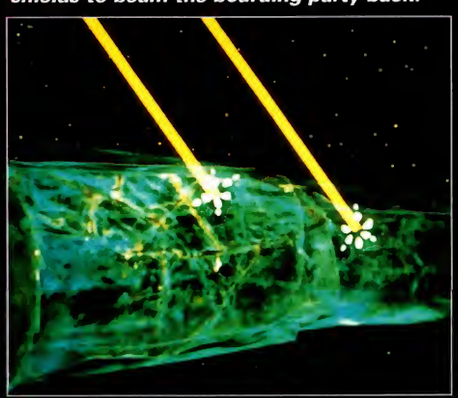
ON SCREEN...

1 *The U.S.S. CONSTELLATION has been badly damaged, and only part of the ship is still habitable.*

2 *Commodore Matt Decker is the only member of the CONSTELLATION's crew to survive the attack by the PLANET KILLER.*

3 *The PLANET KILLER attacks the U.S.S. ENTERPRISE when the ship lowers its shields to beam the boarding party back.*

4 *Decker insists on approaching the PLANET KILLER. He believes that firing at close range will damage the entity.*



5 *The PLANET KILLER's hull is made of solid neutronium, and the phaser blasts bounce off harmlessly.*

6 *Kirk, aboard the CONSTELLATION, is astounded to see that the ENTERPRISE is attacking the powerful PLANET KILLER.*

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'The Doomsday Machine'

retrieve the boarding party, but Decker overrules him and takes command of the *Enterprise*. Spock warns him that the *Enterprise* is not powerful enough to damage the *Planet Killer*, but Decker refuses to listen; he plans to fire on the *Planet Killer* from point blank range. McCoy is outraged, but according to regulations there is nothing that he or Spock can do. Decker sets a course directly for the *Planet Killer*.

As the *Enterprise* approaches the *Planet Killer*, the massive weapon fires on it. Spock warns Decker that the ship can't survive for long, but the Commodore is resolute. When Kirk manages to get one of the *Constellation*'s viewers working, he is horrified to see the *Enterprise* firing on the *Planet Killer*. Kirk orders Scotty to get him some kind of power at once.

The *Enterprise* is badly damaged and is suffering heavy casualties. The *Planet Killer* locks a tractor beam on to the ship and begins to pull it into its mouth. Spock manages to persuade Decker that they must attempt to break free, but it is too late.

Scotty finally manages to give Kirk control of the *Constellation*'s engines and the Captain sets an intercept course. He fires on the *Planet Killer*, which turns to face the *Constellation*, letting the *Enterprise* go free. The *Planet Killer* heads toward the *Constellation*, but Decker fires, distracting it again. This time Decker backs off, keeping just out of range of the deadly machine.

Palmer manages to contact the furious Kirk. The captain demands to talk to Spock, who reports that the *Enterprise* is badly damaged. Decker plans to attack again, but Kirk orders Spock to assume command. The **Vulcan** orders Decker to sickbay and lays in a course back to the *Constellation*.

Final act

As soon as Decker is off the bridge, he overpowers his guard and steals a shuttlecraft. Spock contacts Decker, who tells him that he plans to fly into the mouth of the *Planet Killer*. He is wracked with guilt, and is convinced that he should have died with his crew. Kirk tries to talk Decker out of it, but fails, and the Commodore flies the tiny craft straight into the mouth of the huge robot, killing himself in the process.

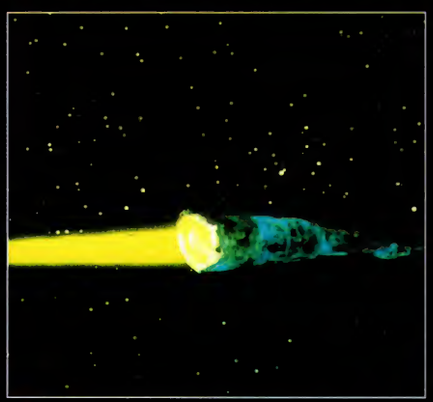
Sulu reports that the shuttle's explosion has caused a small drop in the *Planet Killer*'s power emanations. The *Enterprise*'s transporters have been repaired, and Kirk orders Spock to beam everyone except himself and Scotty back to the *Enterprise*. Decker's suicide has given him an idea.

Kirk tells Scotty to rig the *Constellation*'s engines to explode and to give him a 30-second delay. Kirk plans to ram the *Constellation* into the *Planet Killer*'s mouth, beaming out at the last second. As soon as he has fitted the detonation device, Scotty beams back to the *Enterprise*, but the transporter malfunctions at once. Scotty manages to patch the main junction circuitry, but he is not at all sure the repair will hold. Kirk activates the self destruct device, and the *Constellation* is pulled in toward the *Planet Killer*. The *Enterprise* tries to beam Kirk back, but the transporter shorts out again. Scotty makes another hurried repair, and **Kyle** manages to lock on to Kirk seconds before the *Constellation* enters the *Planet Killer*'s mouth. When Kirk arrives on the bridge, the *Planet Killer* is quite dead.

STARSHIP FACTS

The *U.S.S. Constellation*'s science officer was called Masada. He and the rest of the crew beamed down to the third planet of system L-374, where they were killed.

ON SCREEN...

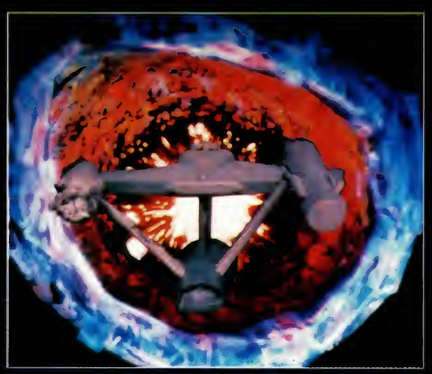


7 Kirk manages to maneuver the U.S.S. CONSTELLATION close enough to the PLANET KILLER to draw its fire. Seconds later, Decker returns the favor, temporarily saving both ships.

8 Spock follows Kirk's order to relieve Decker, and the Commodore reluctantly gives in. Spock orders him to report to sickbay, but Decker has other ideas, and overpowers his guard.

9 Decker cannot live with the guilt he feels over the loss of his crew and his ship. He flies the stolen shuttlecraft into the mouth of the massive machine, where it is destroyed.

10 Kirk has been inspired by Decker's actions, and tells Scotty to rig the CONSTELLATION's engines to explode. Scotty's trigger will give the Captain 30 seconds to get to safety.



11 Kirk turns the damaged CONSTELLATION toward the PLANET KILLER, planning to be beamed away at the last moment.

12 The massive explosion generated by the CONSTELLATION disables the PLANET KILLER. Kirk manages to beam to safety at the last moment.

FILE 72 STAR TREK: THE MOTION PICTURE

STAR TREK: THE MOTION PICTURE

Part 5 Soon after the ***U.S.S. Enterprise*** has been pulled inside the cloud, the crew receive a visitor – a probe in the shape of **Lieutenant Ilia**, who calmly announces that all the carbon-based units on the ship will soon be eliminated.

CAPTAIN'S LOG STARDATE 7414.1

"Our best estimates place us some four hours from Earth. No significant progress thus far reviving Ilia's memory patterns within the alien probe. This remains our only means of contact with our captor."

As the ***U.S.S. Enterprise NCC-1701*** is pulled into the vast cloud, **Decker** suggests that a properly aimed **phaser** blast might free them; **Spock** points out that because they are now so deep inside the alien entity, they would have nowhere safe to go. Decker is suspicious of Spock's motives and asks why he is opposed to even trying to break free, but the **Vulcan** meets Decker's question with an impassive expression.

Spock suggests that the alien entity has drawn them inside because it is curious about them. **Uhura** reports that the iris the ship has just come through is closing. If the *Enterprise* was not trapped before, she certainly is now.

Released from the tractor beam, the ship moves ahead under her own power. Reasoning that "we've got them just where they want us"," **Kirk** believes it is safe to try a sensor scn. However, Spock finds that the scans are useless and are merely being reflected back to the ship.

Unexpected intruder

The ship's computer interrupts Spock, announcing an intruder alert in the officer's quarters. Leaving Decker in charge, Kirk and Spock hurry down to Deck 5, where they find a figure lowering its temperature in **Ilia**'s sonic shower.

Moments later, the figure emerges from the shower wearing a very short white dress: it looks like Ilia, but has an emotionless expression on its face and an pearlescent orange button at its throat. 'She' addresses Kirk as the "Kirk-unit", one of many carbon-based units infesting the *Enterprise*.

Dr. McCoy arrives and uses his **tricorder** to confirm that this is not Ilia but an Ilia-shaped probe sent by the alien entity to study the normal functions of the carbon-based units. According to the probe, the "Ilia unit no longer functions."

The alien entity calls itself ***V'Ger***. The Ilia-probe explains to Kirk that it is going to the planet Earth to join with the Creator – that which created *V'Ger*.

In sickbay, Dr. McCoy reveals that the Ilia-probe is a very sophisticated robot. When Decker comes down to sickbay to see

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ON SCREEN...

1 *The U.S.S. ENTERPRISE has been pulled inside the massive cloud. There is no means of escape, and the ship's sensors are useless as the scans are simply reflected.*

2 *An alarm warns Kirk that someone is in Ilia's quarters. When he arrives he can see a human figure in the sonic shower, which is rapidly cooling.*

3 *When the figure emerges, Kirk is amazed to discover that it is Ilia. But she now seems completely emotionless, and refers to him as the "Kirk-unit". She explains that she has been programmed by V'GER.*

4 *McCoy's scans reveal that this isn't the real Ilia, but a probe which has been constructed in her form. It seems to be designed to record everything it hears and sees and return the information to V'GER.*

5 *In sickbay, McCoy's examination shows that the probe is a remarkably good copy of a Deltan, with molecule-sized computer chips and micro-miniature hydraulics.*

6 *It appears that something inside the cloud has copied Ilia down to the last detail. There even appears to be traces of her memory patterns.*

STAR TREK: THE MOTION PICTURE Part 5

what is going on the Ilia-probe refers to him as "Decker", not the "Decker-unit". This gives Kirk an idea.

Spock suggests that the Ilia-probe may have the real Ilia's feelings and memories as well as her outward appearance, and Kirk agrees. Kirk and Spock convince Decker that rekindling Ilia's feelings of friendship toward him may be their only way to save Earth, and themselves, from the mysterious *V'Ger*. Decker starts by taking 'her' on a guided tour of the *Enterprise*.

Kirk and McCoy use the monitor in the captain's cabin to observe Decker's attempts to emotionally engage the Ilia-probe. Decker shows 'her' games on the recreation deck, but the task seems hopeless. As the probe says, "The words 'recreation' and 'enjoy' have no meaning to my programming."

The Ilia-probe goes on to tell Decker that when she has finished her examination of the carbon-based units and their functions, *V'Ger* will reduce them to data patterns and record them. Decker suggests that if he can revive the memories of the original carbon-based unit known as Ilia, which the probe possesses, the probe would be able to better understand the functions of all carbon-based units.

The Ilia-probe agrees this is logical, and allows Decker to try. Meanwhile, Spock enters a chamber where a technician is working alone. He renders the technician unconscious with a **Vulcan** nerve pinch.

Decker continues his attempt to contact the Ilia-probe on some emotional level. This time he uses a headband of the type worn on **Delta**, Ilia's home planet. Decker's attempts finally seem to be meeting with some success.

Mission to explore

Wearing a thruster suit, Spock leaves the *Enterprise* and confronts a pulsating orifice that will lead deeper into *V'Ger*. On the bridge of the *Enterprise*, **Lieutenant Uhura** and **Mr. Sulu** report that Starfleet has picked up *V'Ger* on its monitors. *V'Ger* is decelerating and is on a course for Earth's orbit. When Kirk discovers that someone has taken a thruster suit from Airlock Four, he guesses it is Spock. The crew can't stop him, so Kirk plans to follow Spock, hoping that he can save his friend's life.

Spock engages his thruster suit and glides through the iris into the next chamber, where he is confronted by an orderly pattern of lights which he believes to be a representation of *V'Ger*'s home planet. He moves from there through a plasma energy conduit – possibly a field coil for a gigantic imaging system – and into an region of planets, moons, and even entire galaxies. This region, Spock suspects, is a recording of *V'Ger*'s journey through the universe. He is convinced that *V'Ger* is a gigantic living machine.

Despite his experiences thus far, Spock is surprised when he is next confronted by an enormous representation of Lt. Ilia, the pearlescent orange button at her throat giving off bolts of energy. Thinking that the button is a sensor that has some special meaning, Spock decides to risk mind-melding with it. The input from the sensor is so strong and rapid that Spock screams as his mind is overloaded. Kirk arrives in time to catch Spock as he tumbles unconscious out of the iris, and the captain desperately tries to wake him.

STARSHIP FACTS

During its journey, *V'Ger* has made three-dimensional records of everything that it has encountered, including the three Klingon vessels and *Epsilon Nine* station, which are stored in perfect detail.

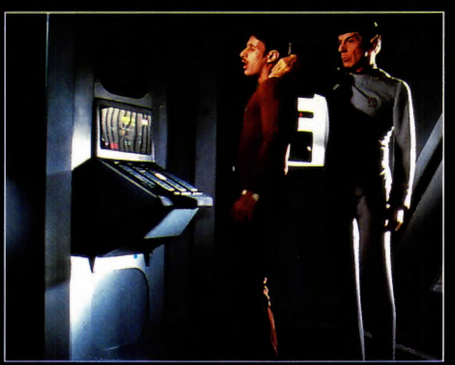
Spock can mind-meld with many non-humanoid species, including the silicon-based Horta of Janus VI and intelligent machines such as the *Nomad* interstellar probe.

ON SCREEN...

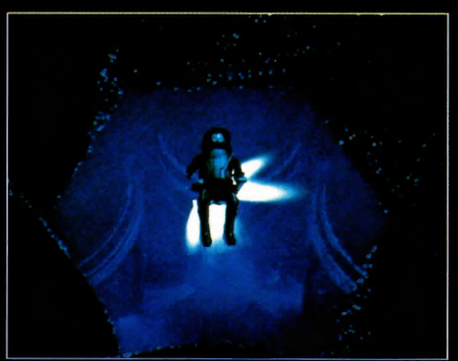
7 ***Decker tries to awaken Ilia's memories by showing her the games she used to enjoy playing, but the probe seems uninterested. Instead, 'she' asks about the function of the "carbon-based units".***

8 ***Kirk and McCoy watch as Decker tries to break through to Ilia. They are powerless to attack the cloud itself; their only hope is that Decker will discover something they can use.***

9 ***Decker takes the probe to Ilia's quarters and shows it some of the Deltan navigator's personal possessions. This seems to awaken her memories.***



10 ***While Decker works on the probe, Spock makes his way to Airlock Four, and uses a Vulcan nerve pinch to overpower the technician on duty.***



11 ***Donning a space suit, Spock leaves the U.S.S. ENTERPRISE and heads into the heart of the entity. An iris opens, allowing him to move deeper into the cloud, where he hopes to find some answers.***

12 ***Spock is amazed by what he sees. It seems that V'GER has made an incredible record of its journey across the universe, making huge three-dimensional records of entire galaxies.***

C continued

Constellation, U.S.S. (2)
Constellation*-class Federation** starship, registry ***NCC-1974. The maiden vessel of its class, and the second ship to carry the name, the *Constellation* was assigned to ferry a stranded **Jem'Hadar** youth to **Starbase 201**. (*Starship Log:* 'The Abandoned' [DS9]) ***SEE FILES 31, 70***

Constellation class
Category of **Federation** starships, first commissioned circa 2300. Easily identifiable by their four warp nacelles, ships in this class include the ***U.S.S. Stargazer NCC-2893***, ***U.S.S. Hathaway NCC-2593***, and ***U.S.S. Victory NCC-9754***. ***SEE FILES 31, 69, 70***

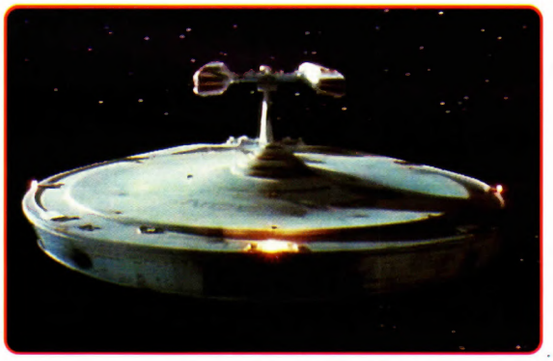
Constitution of the United Federation of Planets
The document of fundamental laws and principles that prescribe the nature, functions, and limits of **Federation** government, and guarantee civil liberties for all member races and individuals. Enacted in 2161. (*Starship Log:* 'The Drumhead' [TNG]) ***SEE FILES 7, 69***

Constitution class
Category of **Federation** starships, initially commissioned circa 2245. Ships in the class include the ***U.S.S. Enterprise NCC-1701***, ***U.S.S Constellation NCC-1017***, ***U.S.S. Excalibur NCC-1664*** and the original ***U.S.S. Defiant NCC-1764***. ***SEE FILES 20, 21, 67, 68, 72, 73, 74, 75, 76, 77***

construction module
Automated apparatus employed primarily for building and making repairs in weightless off-planet environments. ***U.S.S. Enterprise NCC-1701-D*** crew members used them to attach propulsion units to a radioactive spacecraft in 2367. (*Starship Log:* 'Final Mission' [TNG]) ***SEE FILE 69***

The U.S.S. YAMATO NCC-71807 was destroyed by a catastrophic containment breach and the entire crew was killed. Picard was concerned that the containment failure was due to a design flaw, but it was eventually discovered that it was caused by interaction with an Iconian program.

containment breach
A rupture in the magnetic containment fields for any of several vital systems aboard a starship. Any breach in the warp core is a critical, and almost certainly catastrophic, failure. ***SEE FILES 25, 31, 69, 70, 71***



Jean-Luc Picard first became a captain on the CONSTELLATION-class U.S.S. STARGAZER NCC-2893. This design of vessel entered service in Starfleet in the early 24th century.

containment field
General term for any forcefield used to isolate biohazards and volatile substances or systems, to quarantine individuals and locations, and to confine prisoners and other beings held in custody. (*Starship Log:* 'Relics' [TNG]; 'The Visitor' [DS9]) ***SEE FILES 59, 69, 70, 71***

Contract of Ardra
Legendary compact between the mythical **Ardra** and the **Ventaxian** race. According to legend, it assured peace and abundance for the Ventaxians, providing their descendants agreed to become slaves after a millennium. (*Starship Log:* 'Devil's Due' [TNG]) ***SEE FILES 18, 69***

contrary
Word used in **Chakotay**'s native culture to describe a kind of person who is given to willful opposition and contradiction. When Chakotay was born upside down, his father **Kolopak** believed the spirits chose him to be a contrary, but Chakotay believed that he chose his own ways. (*Starship Log:* 'Tattoo' [VOY]) ***SEE FILES 18, 43, 71***

Controller
Computerized environmental management system on **Sigma Draconis VI**. The controller used a humanoid brain which required regular replacement; the **Eyemorgs** stole **Spock**'s brain for that purpose in 2268. (*Starship Log:* 'Spock's Brain' [TOS]) ***SEE FILES 18, 43, 68***

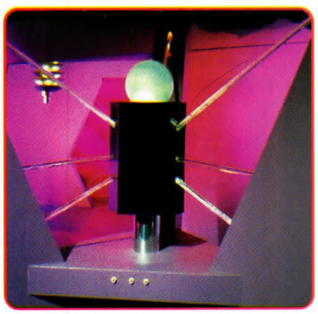
Copernicus, Shuttlecraft
Assigned to the ***U.S.S. Enterprise NCC-1701-A***, and used by **Captain Kirk**, **Mr. Spock**, and **Dr. McCoy** to accompany **Sybok** during his search for the mythological spiritual homeworld **Sha Ka Ree**. (*Starship Log:* ***Star Trek V: The Final Frontier***) ***SEE FILES 22, 76***

Cor Caroli V
Planet where an outbreak of **Phyrox Plague** was exterminated by the ***U.S.S. Enterprise NCC-1701-D*** in 2366. (*Starship Log:* 'Allegiance' [TNG]) ***SEE FILES 3, 69***

Corado I transmitter array
A communications relay facility in the vicinity of ***Deep Space Nine***. **Jadzia Dax** established a link with the array while trying to outsmart the software life form, **Pup**, in 2369. (*Starship Log:* 'The Forsaken' [DS9]) ***SEE FILE 70***

Constellation, U.S.S. (2)
Constellation class
Constitution of the United Federation of Planets
Constitution-class
construction module
containment breach
containment field
Contract of Ardra
contrary
Controller
Copernicus, Shuttlecraft
Cor Caroli V
Corado I transmitter array
Corak, Glinn
Corbin, Tom
corbomite
Cordannas System
cordrazine
core behavior
core breach
Corelki
Coridan
Corin
Corinth IV
cormaline
corn on the cob
corn salad

A humanoid female 'con artist' attempted to profit from the Contract of Ardra, and demanded control of Ventax II.



The Controller, which contained a humanoid brain, managed the environment on Sigma Draconis VI.

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Glinn Corak was a member of the Cardassian party which visited Captain Edward Jellicoe aboard the U.S.S. ENTERPRISE NCC-1701-D in 2369. Corak was part of Gul Lemec's staff and served aboard the warship REKLAR.

Corak, Glinn An assistant to **Gul Lemec**, who attended talks with his superior aboard the ***U.S.S. Enterprise NCC-1701-D*** in 2369. (*Starship Log:* 'Chain of Command', Part I [TNG]) ***SEE FILES 13, 69***

Corbin, Tom A coworker of **Keiko O'Brien**, with a scientific background, on the ***U.S.S. Enterprise NCC-1701-D***. (*Starship Log:* 'Night Terrors' [TNG]) ***SEE FILES 25, 43, 69***

corbomite A volatile substance, supposedly carried aboard the ***U.S.S. Enterprise***. **Captain James Kirk** used the threat of a corbomite explosion more than once to evade potential attacks. No such material is currently known to exist. (*Starship Log:* 'The Corbomite Maneuver', 'The Deadly Years' [TOS]) ***SEE FILE 68***

Cordannas System Location of a white dwarf star. The emergent life form that absorbed the ***U.S.S. Enterprise NCC-1701-D***'s computer in 2370 tried to collect **vertion** particles from this system. (*Starship Log:* 'Emergence' [TNG]) ***SEE FILES 3, 69***

cordrazine An extremely effective, but potentially dangerous, drug with a number of medical applications. An overdose of cordrazine can induce extreme paranoia and hallucinations. **Dr. Crusher** used cordrazine to save **Worf**'s life in 2368, and ***Voyager***'s **EMH Doctor** administered the drug to **Tuvok** when he experienced convulsions during a mind-meld with **Captain Janeway**. (*Starship Log:* 'The City on the Edge of Forever' [TOS]; 'Ethics' [TNG], 'Flashback' [VOY]) ***SEE FILES 68, 69, 71***

In carefully administered doses, cordrazine can save a man's life, but if taken in large quantities the drug is extremely dangerous. In 2266, Dr. McCoy fell on a hypo which was full of cordrazine. The drug made him paranoid, and he refused to accept help from his friends.

core behavior A term for humankind's basic nature, first used by the philosopher **Alixus**, who believed that the core behavior would reveal itself when humans were liberated from technology. (*Starship Log:* 'Paradise' [DS9]) ***SEE FILE 70***

core breach Rupture of the antimatter containment fields in a warp drive system, a critical and usually fatal malfunction. The ***U.S.S. Enterprise NCC-1701-D*** was destroyed by a core breach in 2371. (*Starship Log:* ***StarTrek Generations***) ***SEE FILES 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 69, 70, 71, 78***

Corelki **Starfleet** security officer. She died in 2368 during a **Borg** assault on a ***U.S.S. Enterprise NCC-1701-D*** away team investigating an earlier attack on an outpost on planet **Ohniaka III**. (*Starship Log:* 'Descent', Part I [TNG]) ***SEE FILES 25, 69***

Coridan Planet with vast **dilithium crystal** deposits, which gained admission to the **United Federation of Planets**, with **Ambassador Sarek**'s considerable help, in around 2267. (*Starship Log:* 'Journey to Babel' [TOS]; 'Sarek' [TNG]) ***SEE FILES 3, 68, 69***

In 2267, the U.S.S. ENTERPRISE ferried several delegates to the Babel Conference where the Federation considered whether to admit Coridan as a member. Sarek played a vital role in persuading the delegates to accept Coridan's petition.

Corin One of the **Drayans** discovered by **Tuvok** following a shuttle crash in 2371. Corin, like the other Drayans, appeared to be a child but was in fact nearing the end of his natural life cycle. (*Starship Log:* 'Innocence' [VOY]) ***SEE FILES 18, 71***

Corinth IV Location of a **Federation** starship base, responsible for supervising and directing various aspects of certain **Starfleet** missions. (*Starship Log:* 'The Man Trap' [TOS]) ***SEE FILE 68***

cormaline A valuable mineral. **Torga IV** is believed to have vast deposits of cormaline; **Benjamin Sisko** led a mission to determine the feasibility of establishing a mining operation there. (*Starship Log:* 'The Ship' [DS9]; 'Caretaker' [VOY]) ***SEE FILES 70, 71***

corn on the cob A vegetable dish, native to Earth, that was offered to **Captain Janeway** by the holographic farm woman, **Aunt Adah**, during the ***U.S.S. Voyager*** crew's apprehension by the **Caretaker**. (*Starship Log:* 'Caretaker' [VOY]) ***SEE FILE 71***

corn salad A dish in **Chakotay**'s native cuisine. **Neelix** learned to make corn salad as part of his ongoing attempt to give all the ***U.S.S. Voyager*** crew members a little taste of home. (*Starship Log:* 'Faces' [VOY]) ***SEE FILE 71***

Alixus went to great lengths to ensure that the members of her party of colonists displayed their core behavior. She forced their ship down on a planet and established a duonetic electromagnetic damping field which prevented all their technology from functioning.